Game Manual

Battle of the Youstrass

Team Darkland

CONTENTS

STORY

The Kradion invasion into Wefrad should have been expected... Even though that couldn't make any difference. Wefrad has prospered due to rich, fertile plains and the heavens blessing, while the Kradion's situation was not so fortunate, even though they share the same continent.

Due to severe cold weather, most of Kradion is frozen; nevertheless, there are more citizens in Kradion. Unlike Wefrad, a multiracial country, Kradion is composed of a single race, famous for being merciless mercenaries and their Mechanical Fighter technology.

On the other hand, though Wefrad shows off five royal knight units, the number doesn't match that of Kradion's.

The great famine last year was crucial. Kradion had to depend on other countries to make up for their poor crops even before the famine. When the famine hit, the other countries had no crops to spare. The Kradion mercenaries were found wandering the streets looking for food and work.

So why Wefrad hadn't even prepared for the Kradion invasion seems strange. Of course the fact that Kradion's movement was too quick can be some excuse.
Whiskreet, the commander of Kradion army that invaded Wefrad, is a former mercenary. He stands at the top of the best military country. His force crossed Wefrad and swept the capital with unstoppable power.

Wefrad's three proud royal knight units were completely destroyed. Only the small ace units survived because they were not in the capital at the time of the attack. But they alone can't change the stream.

This last remnant of Wefrad's forces depends on guerrilla tactics, but due to overwhelming forces, only three members have survived. Now, Ryuke Breafer, the chief knight called "Blue Wing," is separated from his two comrades.

So the story begins....

The story of the "Power", which appears as Elemental Fighters.

0. Glossary

Active unit: The unit that you can control at the moment. You can't control non-active units. After you set an action of the active unit, the unit reverts to non-active unit. Once it becomes a non-active unit, you must wait for a specific time (which is called activity or action delay) to control it again.

Activity (action delay): The number that indicates how much time remains for the unit to be active.

Episode: The game is comprised of various episodes. When you finish one episode, the game advances to the next episode. Usually, the next episode is pre-determined, but there are various points where your action can change the flow of game. Sometimes you will experience a completely different storyline, according to your choice.

Fighter: The mechanic (robot) on which characters ride and operate to fight each other. There are two types of fighters in this game. One is the Mechanical Fighter that is based on the pure mechanical power and the other is the Elemental Fighter whose power comes from the elemental. In the game, it's also called a unit. Usually, you can win the game by destroying all enemy units.

Kradion: The country that invades Wefrad. The story begins from the invasion of Kradion.

Pilot: The person who controls the fighter.

Unit: The game term for the fighter.

Wefrad: The country in which the hero and heroine of the game live. The main objective of the game is defending Wefrad from the Kradion invasion.

Youstrass: The place in which this story unfolds.

1. Game Flowchart

* You need a mouse to play Battle of the Youstrass. You can scroll the screen or choose the menu by clicking the left button. Most operations can be canceled by clicking the right button.

Game Start

This is the title screen, which you can see after the game starts. Here, you can start the game, continue the game from the previously saved position, or exit the game.

Prologue

Each prologue is comprised of dialogues between characters. You can left-click to see the next dialogue. The first episode starts without prologue.

Map Screen

This is the main part of the game. You can control your units to defeat enemies. If you accomplish the winning term, the episode concludes and the story proceeds to the next episode.

Battle Screen

When the battle initiates in the Map Screen, you can see the result of battle from the Battle Screen.

Epilogue

Each epilogue is comprised of dialogues between characters just like a prologue. You can left-click to see the next dialogue.

Intermission

You can equip/use items here. You can also save your current game or load the previously saved game. [See 14. Intermission for details]

Prologue of the Next Episode

2. Map Screen

* You will spend the most time at the map screen during the game. This is where most actions come from. To understand this part of the game, you just have to regard the map screen as a big chessboard. Here, you play your units to fight against enemies. The main difference is the concept of activity (action delay) which decides when you can move your units. Every unit has its own activity. The game turn is based on this activity. At the beginning of the episode, every unit starts with some random activities left. If the number of activities reaches zero, the unit is activated and can perform his operation (That's why it's also called Action Delay). While the unit is activated, everything stops until it finishes its own operation. This concept is different from many other real-time strategy games. So, you are free to take as much time as you need to decide the active unit's action. Due to this activity, sometimes you can use several ally units at a time before enemies take action, or vice versa. Remember that in most cases, you can't control the order of your units' action even if you decide all their actions. There are some special abilities [see 13. Special Ability] which affect this activity. Further, the activity can change according to what you did in the last turn, (i.e. the unit starts with the 60% of activity if it waited at the previous turn). You can see the remaining activity using the main menu Show Activity/Hide Activity [see 3. System menu]. Or check the order of action by selecting the main menu Ally List or Enemy List [see 12. Unit List]

Navigating the map by dragging the screen. The unit with the blue square is the current active unit. The orange bars below the units indicate the remaining action delay value. You can turn this off by selecting Hide Activity from the main menu.

∗ **Navigating the map screen**: Once it's your turn to move your unit, you can navigate the map by clicking at the 8 directional arrows around the map screen. Each arrow scrolls the screen to the respective direction. Or you can grab the field directly by left clicking at the field (not on units) and dragging the mouse (the sword cursor will change into the hand icon). You can do the same at the tactical map screen in the bottom-right corner [see 4. Information Panel].

∗ **Checking the unit/field status:** While navigating the map screen, you can also check the status of each unit by right clicking at the unit icon [see 8. Pilot status and 9. Unit status]. Right clicking on the empty field brings out the field status [see 11. Field status]. Left clicking on the active unit brings out the Unit Menu [see 5. Unit menu], otherwise it shows the area the unit can reach at her next turn.

∗ **Choosing the action of the active unit:** Once you made up your mind, left click on the active unit to bring out the Unit Menu. Using this menu, you can give an order to that unit. If the active unit is an NPC unit or an enemy unit, the computer will automatically control that unit without your input. (Naturally, you can only control your own units). Unit Menu is further explained at chapter 5.

3. SYSTEM MENU

* At the map screen, you can always see the system menu at the right of the game screen.
* There are two sets of menus. One for the file management and the other for other functions. You can toggle between these menus by pressing the Next Menu button.
*

Quick Save	Save the on-going game. There is one slot for the Quick Save, and it is performed without asking you anything. Normal save can be performed only after you finish the current episode [See Page 16. Save and Load]. **You can resume the game from this point by selecting Quick Load below, or by pressing the Quick Load button at the normal Load screen [See Page 16. Save and Load]. There is one restriction, though. Once you use the Quick Save, you can't use this function for a while. The Quick Save is re-enabled after some units move.**
Quick Load	Load the Quick Saved game. You can use this anytime.
Quit	Quit the Game.
Ally List	Display the Ally List window [See 12. Unit List for details].
Enemy List	Display the Enemy List window [See 12. Unit List for details].
Show Activity/ Hide Activity	Show (or Hide) activity bar at the bottom of unit icon. This also toggles the display of map grid.

4. Information Panel

* The lower right section of the frame is the information panel. Here, you can check some of the game-relevant information. The information panel is comprised of 3 parts. You can see only one part at a time. This is not much of a problem since you can see most of the information without utilizing this information panel.
* Each sub panel can be selected by clicking on the corresponding tab.
*

	Map The map sub-panel shows the minimized view of the entire map screen. Red dots indicate the enemy units while blue indicates the ally units. The yellow rectangle is the part of the map currently shown in the map screen. You can move this rectangle by left-clicking the mouse and dragging it. The map screen is updated automatically following your mouse movement.
	Info This sub panel displays the information pertaining to the currently selected unit (not always the active unit). The top section shows the name of the fighter, the pilot and the elemental attribute. The next section displays the summary of the pilot and unit status [see 8. Pilot Status and 9. Unit Status]. The third section displays the special commands available to the pilot [see Special Commands]. The final section is the information about the field on which the unit is standing [see 11. Field Status].
	Misc This sub panel shows the name of the episode and what you should do to win the battle as well as the terms by which you lose.

5. UNIT MENU

* You can choose the following commands at your turn.
* Remember that not all commands are available at all times.

Special	Use the special abilities of each pilot. You can only use non-battle related abilities here. Battle-related abilities are available at the battle menu, but you can use the Potency here because it lasts for one turn. Of course, remember that there is a cost to each ability.
Repair	This menu is only available on the unit with repair ability. You can repair an ally unit's damage with this command. Wood Elemental Fighter, Yudendile, has this ability along with enemy Support Fighters.
Attack	This menu is displayed when there is at least one enemy unit that your active unit can attack. Once you choose the Attack menu, you have to select the weapon you want to use. You can use almost every weapon without moving if the enemy is reachable with that weapon. But some weapons, (mostly melee weapons), allow you to use this command after movement. So, you can first move near to the enemy and then attack it.
Move	Move an ally unit. Each unit belongs to one of three moving types: Walking, Hovering, and Flying. The movement range varies according to this type.
Wait	If you have nothing else to do, you can skip your turn by selecting this command. Your next turn comes more quickly if you did nothing but wait. You can also choose to wait after movement if you have no one to attack or don't want to attack. In this case, your next turn comes more quickly than if you have moved and attacked but not as quickly as if you did nothing. Most Elemental Fighters gain 1/16th of energy at the next turn. So, you can use this command when your Fighter runs out of energy. Furthermore, some pilots gain Will Power if you choose not to do anything…
Status	You can check pilot/unit status with this command. This command and Special command are not counted as your unit's action. So you can use these commands as many times as you wish.

6. BATTLE MENU

∗ Battle menu is displayed when you are about to enter the battle.

Right	The attacking unit along with its basic status is displayed at the right. The big arrow-like frame in the middle designates the direction of attack. Hit Rate is the probability of hitting the enemy unit successfully with the selected weapon. Remember that the target unit suffers no damage if the attack misses.
Left	Defending unit along with its basic status is displayed at the left.
Bottom	Here are the actual four commands that you can choose. The bottom sub-panel displays quick help for the cost and effect of the selected **Special Ability** for battle.
Each End	Each end of menu displays the icons of battle-related **Special Abilities** [See 13. Special Ability]. They are, from the top, Aim**, Dodge, Power, Fortitude, Resistance, and Potency. You may choose to activate/deactivate any of these abilities except Potency (which you should use before entering the battle) by clicking each button.**

∗ According to your selection, the information screen at the center will be adjusted automatically. You can refer to them to estimate the result of battle.

∗ Here is the description of commands at the bottom.

Select Weapon	This command is available only when you are defending, because when you attack, you must choose the weapon first. The computer automatically chooses a weapon against the attack. If you don't like the recommendation, you can change the weapon with this command.
Guard	This command is also available when you are defending, since you can't guard while you are attacking. But when the enemy attacks your unit, you can select this command to guard instead of counterattack. Guard action reduces the damage by half, but the opponent's hit rate is doubled.
Dodge	This command is similar to the above command. You can use this only when defending. By foregoing your counterattack, you can elect to dodge the attack. This reduces the opponent's hit rate by half. Once the dodge succeeds, your unit suffers no damage. But if it fails, your unit suffers 50% more damage than usual. So be careful when you choose this command.

Start Battle	Once you selected Special Abilities, a weapon, and tactic (when defending), select this command to initiate the battle. Now, what will be the result?

7. GENERAL STATUS

* The following fields are common to both pilot/unit status screens.

Pilot	Name of the Pilot.
Class	Element (Fire, Earth, Air, and Water) which the unit is based on. **Mechanical Fighters** are displayed as Mechanical. **High Elemental Fighters** have their own elemental which belongs to one of four elements. In this case, the name of the specific element is displayed before the name of general element.
Unit	Name of the Unit.

* There are three buttons under the portrait. Each arrow brings up the status of the next pilot/unit. Center button toggles between pilot status and unit status.

8. PILOT STATUS

∗ This window displays the abilities of an individual pilot. The following abilities define a pilot. A higher number means the pilot is better at that ability.

Att.	This affects the attack power of each weapon. 100 means the pilot can utilize 100% of the power.
Def.	The ability to defend against the enemy's attack. The pilot with higher Defense suffers less damage from the enemy's attack.
Wave	The measurement of how well the pilot can harness the power of the Elemental Fighter. This ability affects Arm., Bar., and Pow. of the unit.
Aim.	This ability directly affects the hit rate of a weapon.
Dod.	This ability directly affects the opponent's attack probability. The pilot with higher Dodge has a higher chance to evade the enemy's attack.
Act.	Activity Modifier. The pilot with a higher number gets her next turn faster.
Will	Willpower of the pilot. This is THE most important element in the game. Unlike the above abilities which are fixed, Willpower changes during the game according to the action of the pilot and his surrounding situation. It also affects almost every other ability of the pilot (and some weapons). The circumstances which affect Willpower vary according to each character. The Willpower also drops when the pilot uses his **Special Abilities**. The Willpower usually isn't carried to the next episode. (After rest, pilot regains his usual state).
Level	Level of the pilot. Each pilot gains experience after battle and if the experience (**Exp.**) reaches 1000, the pilot gains a level. Next experience (**N. Exp.**) shows the remaining experience the pilot should earn before the next level. The experience bonus increases if the pilot defeats a stronger opponent. Usually, level affects all aspects of the pilot, and thus the strength of her fighter.

9. UNIT STATUS

∗ This window displays the status of the selected unit.

HP	**Hit points of the unit.** **Hit points decrease if opponents inflict damage on the unit. When it reaches 0, the unit is destroyed.**
EN	**Energy of the unit.** **Energy decreases after using a weapon with energy consumption.** **Elemental Fighters regain part of their energy after rest.**
Arm.	**Armor indicates the simple toughness of the unit.** **Armor reduces damage from a weapon which doesn't employ Elemental Power** **(Marked with N which stands for Non-elemental).**
Bar.	**Elemental Barrier uses Elemental Power to reduce damage.** **Barrier reduces damage from all weapons, regardless of their nature.**
Mob.	**Mobility and movement type (Walking, Hovering, Flying) of the unit.**
Pow.	**Power of the unit's Elemental. It affects everything. The elemental fighter with higher power means a stronger fighter. It affects Aim/Dodge rate and damage.**

10. WEAPON STATUS

Name	Attack	Range	Aim M.	Crit. M.
Twin Sword ⊚⊚	980	1	10	3
Fire Blade ⊚	1580	1	-5	12
Fire Ball	1180	1~4	-15	10
Beam	730	1~7	5	0

Energy Consum.   Remain.   Will Req.

* The Unit status screen also lists weapons available to the unit. Here is the description of the weapon window.

* It may be hard (or even impossible) to win the continuing battle without understanding the particular characteristics of the weapons. So please keep in mind the following information.

	Name of the Weapon	
Name	**Weapon with (N) Mark**	**Armor and Barrier can reduce the damage from this weapon.**
	Weapon without (N) Mark	**Armor is ineffective against this weapon. Only Barrier can reduce the damage.**
	Weapon with (P) Mark	**The weapon can be used after movement.**
Attack	**Basic attack power of the weapon.** **Final damage is calculated based on this value.**	
Range	**Attack range of the weapon.** **Most weapons fall into two categories, Melee Weapon which has only one number and Missile/Beam weapon which has two numbers (first one is the minimum distance to fire, second one is the maximum distance). But remember that most missile/beam weapons are unusable after movement.**	
Aim M.	**Aim Modifier.** **It is added to the hit rate after all the adjustments to produce the final Hit rate. Most of the powerful weapons have a negative modifier.**	
Crit. M.	**Critical Modifier.** **Sometimes the attack can result in critical hit, which inflicts 50% more damage to the target. This modifier adjusts that probability of Critical hit.**	
Energy Consum.	**Energy Consumption of the weapon.** **Some weapons don't require energy. Most of the powerful weapons require high energy to fire.**	
Remain.	**Remaining bullets for the weapon.** **Fighters can only carry a limited amount of missile weapons. Those weapons use this field to show how many bullets are left. Unlike Energy, you can't refill your bullets until you finish the current stage. So be careful when using a weapon with limited bullets.**	
Will Req.	**Some weapons can only be used when the pilot reaches some specific Willpower. This field displays this Willpower requirement. If you can't use the weapon when there are sufficient energy and bullets, check this field. By the way, note that some really powerful weapons even consume Willpower after use.**	

Note to the bottom icons

When you attack a fighter based on the **Elemental,** there is an additional modifier to the attack power of a weapon. This modifier is listed as **S-A-B-C-D** (**S means superior**). Standard rank is B and as the rank increases/decreases the damage is modified by 10%.

🔵	*Water*	The Modifier against a fighter based on **Water Elemental.**
🌪️	*Air*	The Modifier against a fighter based on **Air Elemental.**
🪨	*Earth*	The Modifier against a fighter based on **Earth Elemental.**
🔥	*Fire*	The Modifier against a fighter based on **Fire Elemental.**
無	*Other*	**Mechanical Fighters** (and even some rare **Elemental Fighters**) are not based on a specific **Elemental**. This modifier is applied against those fighters.

11. FIELD STATUS

* You can bring out the field status window by right clicking on the field.
* Without utilizing the terrain that gives you the most benefit, the victory may be impossible to achieve…

Conceal	Conceal (Soft cover) effect. The field obscures the fighter. When the fighter is located at this location, it receives a specified dodge bonus.
Defense	Defense (Hard cover) effect. The field actually protects the fighter from the attack. When the fighter is located at this location, it receives a specified defense bonus and thus suffers less damage from the attack.
Water	The is bonus/penalty from the field to the fighters based on the Water Elemental. The code is the same as that for weapons (Field with Water S gives +20% bonus to the fighter based on Water Elemental, A +10%, B 0, C -10%, and D -20%). Note that unlike the weapon adjustment, which applies when the target belongs to a specific class, this affects the fighter located on that field.
Air	The bonus/penalty from the field to the fighters based on Air Elemental.
Earth	The bonus/penalty from the field to the fighters based on Earth Elemental.
Fire	The bonus/penalty from the field to the fighters based on Fire Elemental.

12. Unit List

∗ The two Unit List windows, which are accessible from the main menu Ally List/Enemy List, display some of the important information regarding units and their pilots. Here, you can check the unit's hp, energy, name, armor, barrier, mobility, and order of action along with pilot's level and will power. You can also control the order of display by clicking at the upper field of the window.

∗ When you click UNIT, Pilot, HP, Level, Will, Order, or EN, the list is sorted according to the key you selected (which is designated by the white rectangle). The two rightmost icons control the sort behavior (ascending and descending).

∗ Each field is the same one as you can see from the Unit Status window or Pilot Status window except the Order, which is only displayed in this window. This indicates when the unit's turn will come. 1 means that it will come right after the current unit, and so on. Even then the Order is not completely fixed, since the activity can change according the each unit's action. Some special abilities will also affect the Order. Nevertheless, you can roughly examine the Order of the units from now on, thus adjusting your strategy accordingly.

13. SPECIAL ABILITY

* Special Abilities are the powers each pilot can use by consuming his Willpower
* There are many abilities, but they require significant amounts of Willpower.
* The first five commands are directly related to combat and thus available only at the battle menu. Potency and other abilities can be utilized before entering the battle.
* Whether you will use them to gain the direct benefit, or save them for the overall long-term gain… That's what you have to decide.

Aim	Increases the pilot's hit rate by 20% per Level. Level is displayed at the right of the name (or Icon in the Battle Menu) of each Special Ability.
Dodge	Increases the pilot's dodge ability against the opponent's attack. This effectively decreases the opponent's hit rate by 20% per Level.
Power	Increases the damage by 20% per level when the attack is successful.
Fortitude	Decreases the damage by 20% per level when the unit is hit by the opponent.
Resistance	Gives the pilot the power to resist an opponent's special abilities. Thus it has no effect if the opponent doesn't use her special abilities. But if she does, Resistance can reduce all an opponent's special abilities by the level of Resistance used (i.e. when opponent uses level 2 power and you use level 1 resistance, the opponent's power level becomes level 1, effectively).
Potency	Activates all four combat abilities, (Aim, Dodge, Power, Fortitude) described above, when used. Lasts until the next turn.
Talent	Enables the pilot to gain more experience at the next battle. The experience from the battle increases by 50% per level.

Restoration	**Restores HP of the unit by 10% plus 10% per level. Can be used only on pilot's own fighter.**
Haste	**Reduces the time required for his next turn (action delay) by 20% per level.**
Sniping	**Increases the range of weapon by 2 cell per level. Only affects the long-range weapons without p mark.**
Sprint	**Enables the fighter to move its mobility plus 2 cell per level for the next movement.**
Heal	**Same as Restoration, but can be used on other fighters.**
Awakening	**Enables the fighter to act again after his normal turn. This ability is effective right after his current turn.**
Spirit	**Enables the fighter to use an energy-consuming weapon without consuming energy.**

14. Intermission

* Once you finish the episode and the epilogue concludes, you can see the intermission screen.

* Here, you can utilize items you obtained during the episode [see 15. Item for details] or perform save/load of the game [see 16. Save and Load for details]

* The first section lists the items currently available to you. The next section provides some brief information. (When the cursor is on the equippable item, this section also shows the icon of the unit that is currently equipped with that item). To use the item, select the item you want to use in the first section. The cursor will change into the item you selected. Now you just have to select the unit you want to receive the item. (Remember that consumable items disappear after use). To prevent the accidental use of items, there is a 'Confirm Item use' check box in the last row. Check this box if you want to get a confirm message before applying items.

UNIT		HP	EN	Arm.	Bar.	Pow.	Mob.
Debiker 51		3510	191	230	625	29	7⊛
Garcia 54		3140	219	130	470	23	9⊛
Huben Drake 64		5090	339	240	900	57	7⊛
Rimstol 55		3700	225	220	575	33	8⊖
Tienark 58		5080	348	260	940	48	8⊖

Intermission ☐ Confirm item use [Save] [Load] [Quit] [Next Stage]

∗ The above section of the Intermission window shows the short summary of the units in your army. You can sort the list according to each key by clicking UNIT, HP, EN, Arm., Bar., Pow., or Mob. field. The two right-most buttons control the sort behavior. The icon displayed to the right of the name of the unit is the item equipped by that unit. The unit can equip only one item at a time. Save/Load buttons invoke the save/load window that will be explained shortly. To return to the title, press the Quit button. When finished with everything, press Next Stage to proceed to the next episode.

15. ITEM

∗ Sometimes, you can get items from the enemies during the battle. These items only appear during the intermission.

Choose the item you want to use/equip

There are two types of items (Consumable and Equippable), Equippable items (second row) give special effects which sometimes can't be obtained otherwise, and are usually more powerful than consumable items. Each fighter can equip only one equippable item. Consumable items (first row) disappear after use but increases the ability of the fighter permanently.

∗ *You can use/equip items at the intermission screen between the episodes.*

Stone	The lowest-grade consumable item. Increases the fighter's ability slightly.	
Crystal	The medium-grade consumable item. You can usually get it after destroying stronger opponents. Increases the fighter's ability moderately.	
Orb	The highest-grade consumable item. Orbs can greatly enhance the ability of the fighter. Naturally they are fairly hard to get.	
Fire Class		Fire class items increase Max HP of the Fighter.
Earth Class		Earth Class items increase Armor of the Fighter
Air Class		Air Class items increase Barrier of the Fighter
Water Class		Water Class items increase Max Energy of the Fighter
Wave Class		Wave Class items increase Power of the Fighter

16. Save and Load

＊ You can access the save/load panel during the intermission or at the title screen (load panel only). You can save up to 5 games at a time.

＊ At the save panel, you just have to choose the slot in which you want to save the game. The game will be saved at that slot. It's usually a good idea to save the game after finishing the episode. Sometimes, you will probably want to keep the save file before making a choice in the game.

＊ To resume the game, select the slot from which you want to load the game. To help you remember where you were, each slot displays the title of the last episode and the date/time of save along with the current ally units.

＊ **Usually, you can save the game only when you finish the current episode, not during the episode. But there is another special save method that is called Quick Save. Quick Save allows you to save the current game during the episode. There is only one slot for the Quick Save, and a restriction to prevent the overuse of Quick Save. The Quick Save button is enabled at the start of an episode. But once you Quick Save the game, the button is disabled. So you can't Quick Save the game successively. The button is re-enabled after some specific number of units move. It's a good idea to reserve the Quick Save for an important moment. Unlike Quick Save you can Quick Load anytime you want, either at the map screen, intermission screen, or at the title screen.**

17. Characters

Tia	Heroine of *YOUSTRASS*. She was a normal (?) country girl. But after meeting Ryuke during the war between Kradion and Wefrad, she became the pilot of the Thunder Elemental Fighter, Tienark. As a bright and upright girl, she comes to fight for Wefrad during the war.
Ryuke	Hero of *YOUSTRASS.* Originally one of the Chief Knights who led the Five Royal Knights of Wefrad, now he is a rebel leader who fights against Kradion. He controls the Dragon Elemental Fighter, Huben Drake. He is also known as Blue Wing due to the color of his fighter.
Whiskreet	The commander of the Kradion Army which attacked Wefrad. He became the most famous general, despite of his age. He is very ambitious and has the power to support his ambition. But sometimes, due to his obsession with power, he tends to march right into the danger. He controls the Heaven Elemental Fighter, Ignar Trisis.
Ascard	The man who controls the mysterious Doom Elemental Fighter, Legnus. No one knows what his true purpose is. His Elemental Fighter boasts the most tremendous power while he himself possesses the greatest ability. He is looking for the commander of Kradion Army now…

Credits

Producer
Hyungjip Kim

Designer
Joo-Hyung Jang

Lead Programmer
Hee-Sang Lee

Programmer
HyungSuk Kang

Artists
Bong-Gun Shin
Chai-Suk Lim
Hyungjip Kim
Woo-Seong Jung

Sound Supervisor
Kyoungsik Jung

Music Composers
Ji-Hwan Park
Hyun-Jin Jung
Kyoungsik Jung

Original Character Designer
Kyung-Ok Kang

Original Mechanic Designer
Sung-Hyuk Hong

Playtesters
Keith Barnett
Russel Hanson
Link Ho

Credits